

IN THE CLAIMS

FROM-FENWICK&WES

Please withdraw claims 58-60 and 62. Please add claims 63-66. A copy of all claims now pending follows:

1 1. – 35. (Cancelled).

1	36. (Previously presented) A method for optimizing non-interactive three-dimensional
2	content for playback on a target device, the method comprising:
3	applying a first optimization to the content to obtain a first optimized result, the first
4	optimization associated with a model of the target device;
5	comparing the first optimized result against ideal results to determine a first error
6	measurement;
7	responsive to the error measurement exceeding a threshold:
8	applying a second optimization to the content to obtain a second optimized
9	result, the second optimization associated with the target device; and
0	comparing the second optimized result against the ideal results to determine a
1	second error measurement, the second error measurement not exceeding
2	the threshold.
1	37. (Previously presented) The method of claim 36, further comprising:
2	applying a third optimization to the content to obtain a third optimized result, the third
3	optimization associated with a delivery infrastructure.

- 38. (Previously presented) The method of claim 37 wherein the delivery infrastructure is the Internet.
- 39. (Previously presented) The method of claim 37 wherein the delivery infrastructure
 is a computer readable medium.

1

2



- 40. (Previously presented) The method of claim 39 wherein the rendering statistics
 include a rendering time.
- 41. (Previously presented) The method of clam 36 wherein determining a first error
 measurement includes performing an RMS error analysis.
- 42. (Previously presented) The method of claim 36 wherein determining a first error
 measurement includes performing a pixel coverage analysis.
- 43. (Previously presented) The method of claim 36 wherein the first optimization is
 microcode generation optimization.
 - 44. (Previously presented) The method of claim 36 wherein the first optimization includes injecting corrective data
- 45. (Previously presented) The method of claim 36 wherein the first optimization
 includes scheduling object rendering and reordering of objects to be rendered.
- 46. (Previously presented) The method of claim 36 wherein the first optimization
 includes an image based rendering technique.
- 47. (Previously presented) The method of claim 36 wherein the first optimization
 includes deletion of unused data or delaying of rendering of data.
- 48. (Previously presented) The method of claim 36 wherein the first optimization
 includes using pre-computed runtime parameters.
- 49. (Previously presented) The method of claim 36 wherein the first optimization
 includes optimizing assets.

1

2



- 50. (Previously presented) The method of claim 36 wherein the first optimization includes texture creation.
- 51. (Previously presented) The method of claim 36 wherein the first optimization includes shading computations.
- 52. (Previously presented) The method of claim 36 wherein the first optimization includes manipulating geometry of content objects.
- 53. (Previously presented) The method of claim 36 wherein the first optimization includes visibility determination of objects within the image.
 - 54. (Previously presented) The method of claim 36 wherein the first optimization includes compression.
- 55. (Previously presented) The method of claim 36 further comprising storing the second optimized result in a streaming format.
- 56. (Previously presented) The method of claim 36, wherein the first optimized results include pixels.
- 57. (Previously presented) The method of claim 36 wherein the first optimized results include rendering statistics.
- 1 58.-60. (Withdrawn)

+14153950879

1

2

3

4

5

б

7

8

9

10

11

1

1

2

61. (Previously presented) A computer program product for optimizing non-
interactive three-dimensional content for playback on a target device, the computer program
product stored on a computer readable medium and adapted to perform the operations of:
applying a first optimization to the content to obtain a first optimized result, the first
optimization associated with a model of the target device;
comparing the first optimized result against ideal results to determine a first error
measurement;
responsive to the error measurement exceeding a threshold:
applying a second optimization to the content to obtain a second optimized
result, the second optimization associated with the target device; and
comparing the second optimized result against the ideal results to determine a
second error measurement, the second error measurement not exceeding
the threshold.
62. (Withdrawn)
63. (New) A system for optimizing non-interactive three-dimensional content for

- playback on a target device, the system comprising:
- 3 an import unit for receiving content data; and
- 4 a target-specific optimization unit, communicatively coupled to the import unit, for 5 producing three-dimensional scene descriptions, the scene descriptions 6 optimized according to the target device.
- 1 64. (New) The system of claim 58 wherein the target-specific optimization unit 2 includes the target device.

5

6



l	65. (New) The system of claim 58 wherein the target-specific optimization unit
2	includes a simulation of the target device.
1	66. (New) A system for optimizing non-interactive three-dimensional content for
2	playback on a target device, the system comprising:
3	import means for receiving content data; and

optimized according to the target device.

target-specific optimizing means, communicatively coupled to the import means, for

producing three-dimensional scene descriptions, the scene descriptions